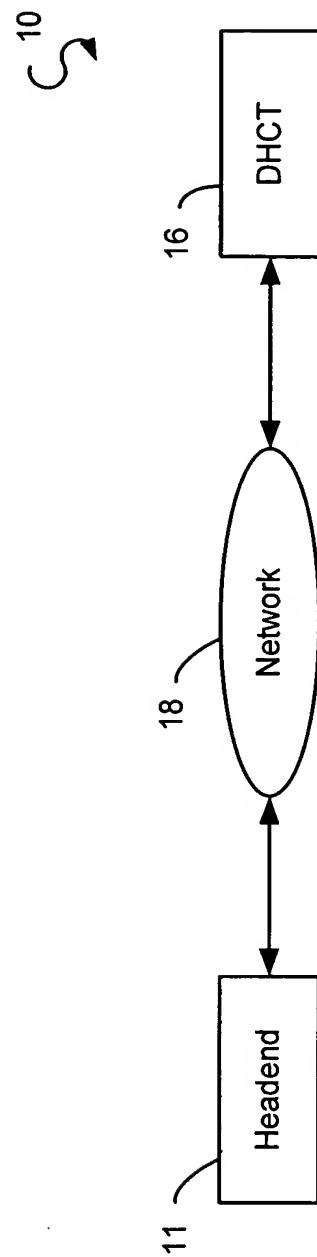
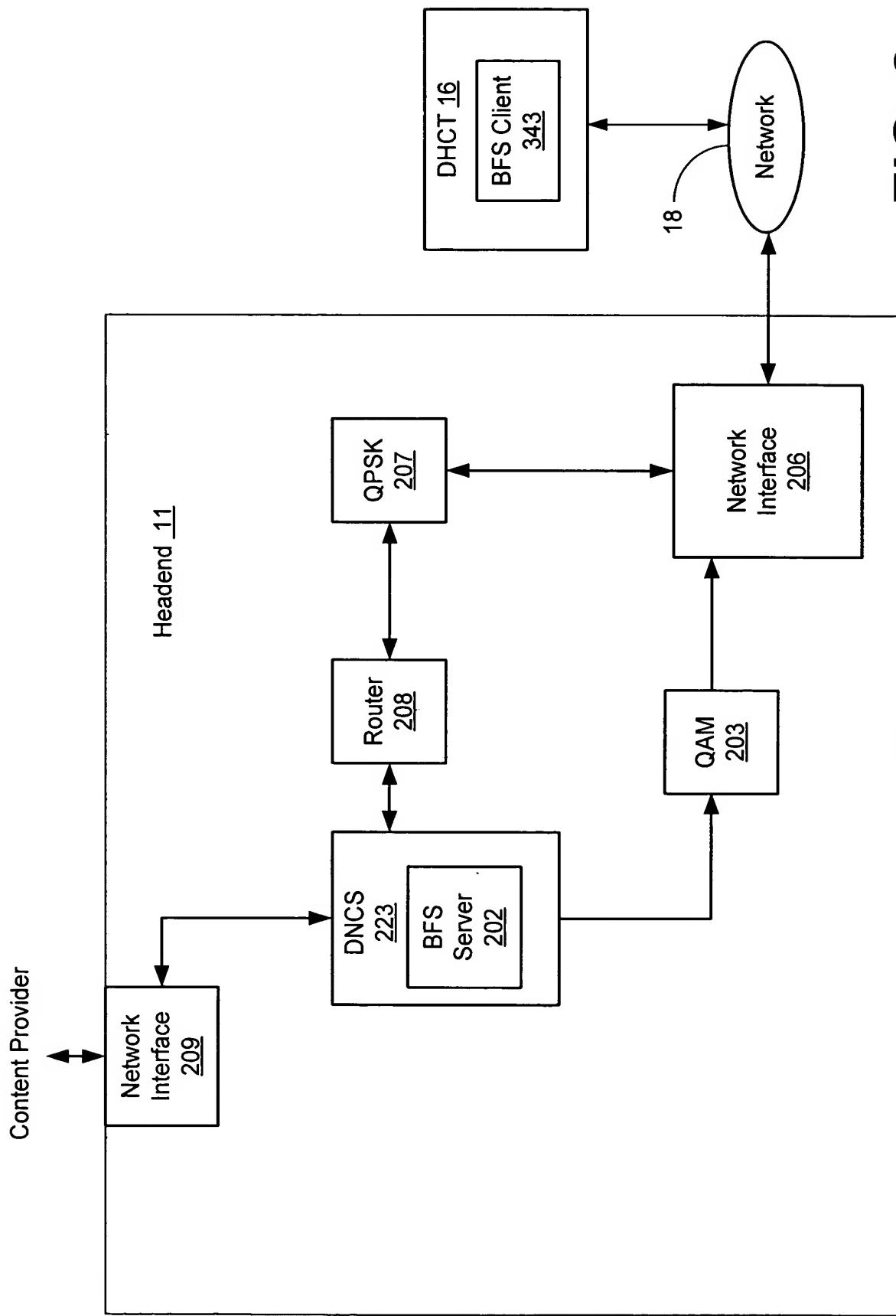


FIG. 1





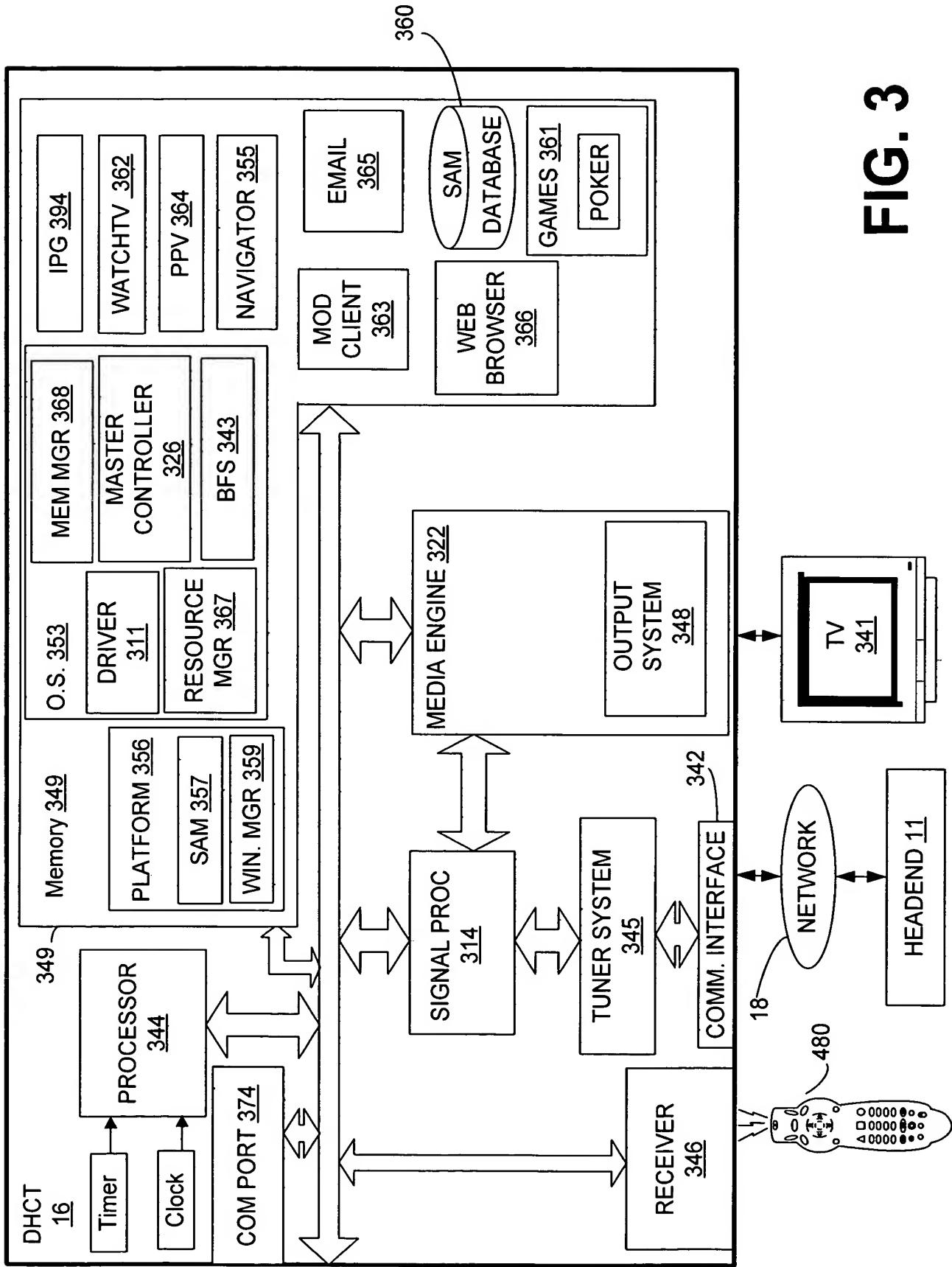
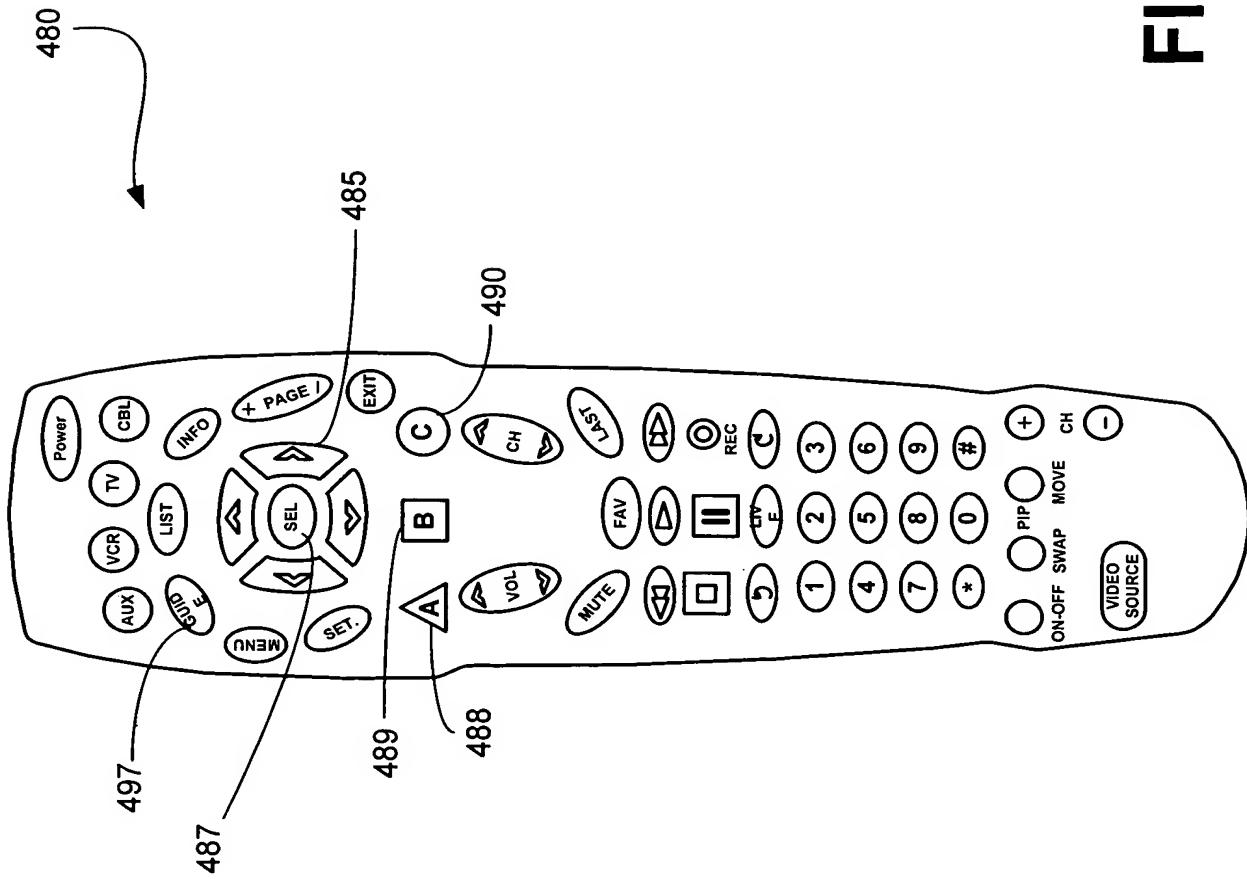


FIG. 4



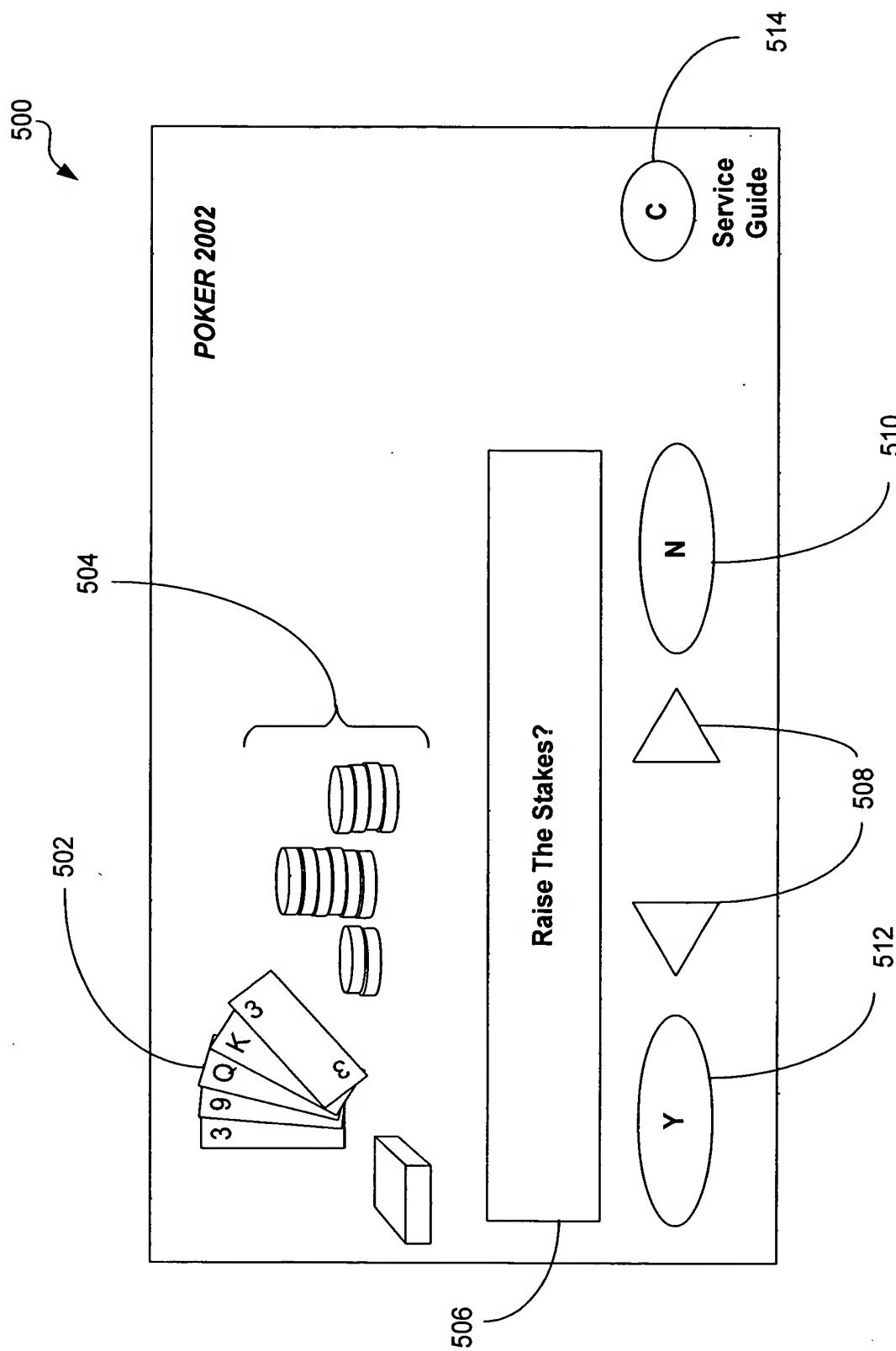


FIG. 5

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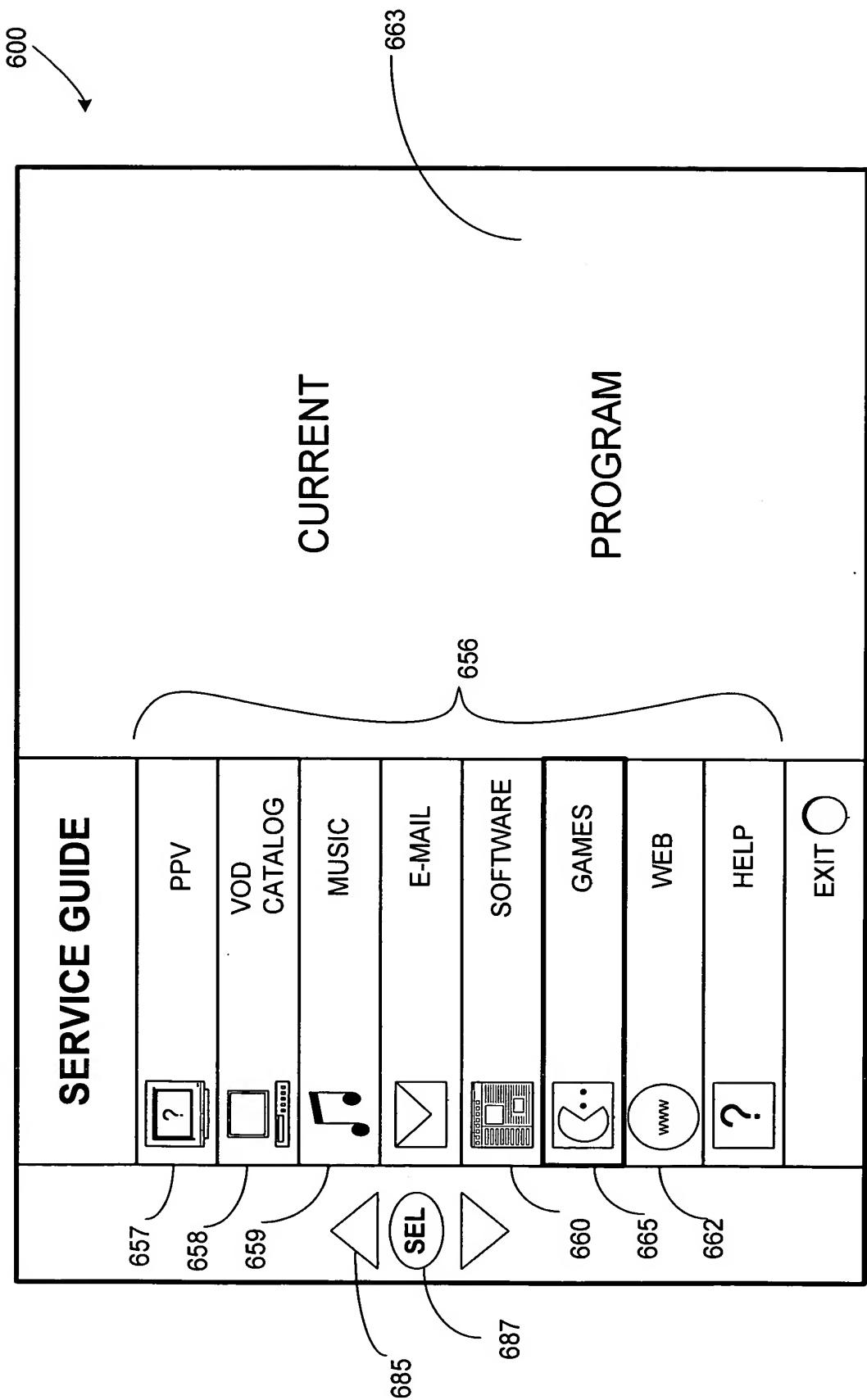


FIG. 6

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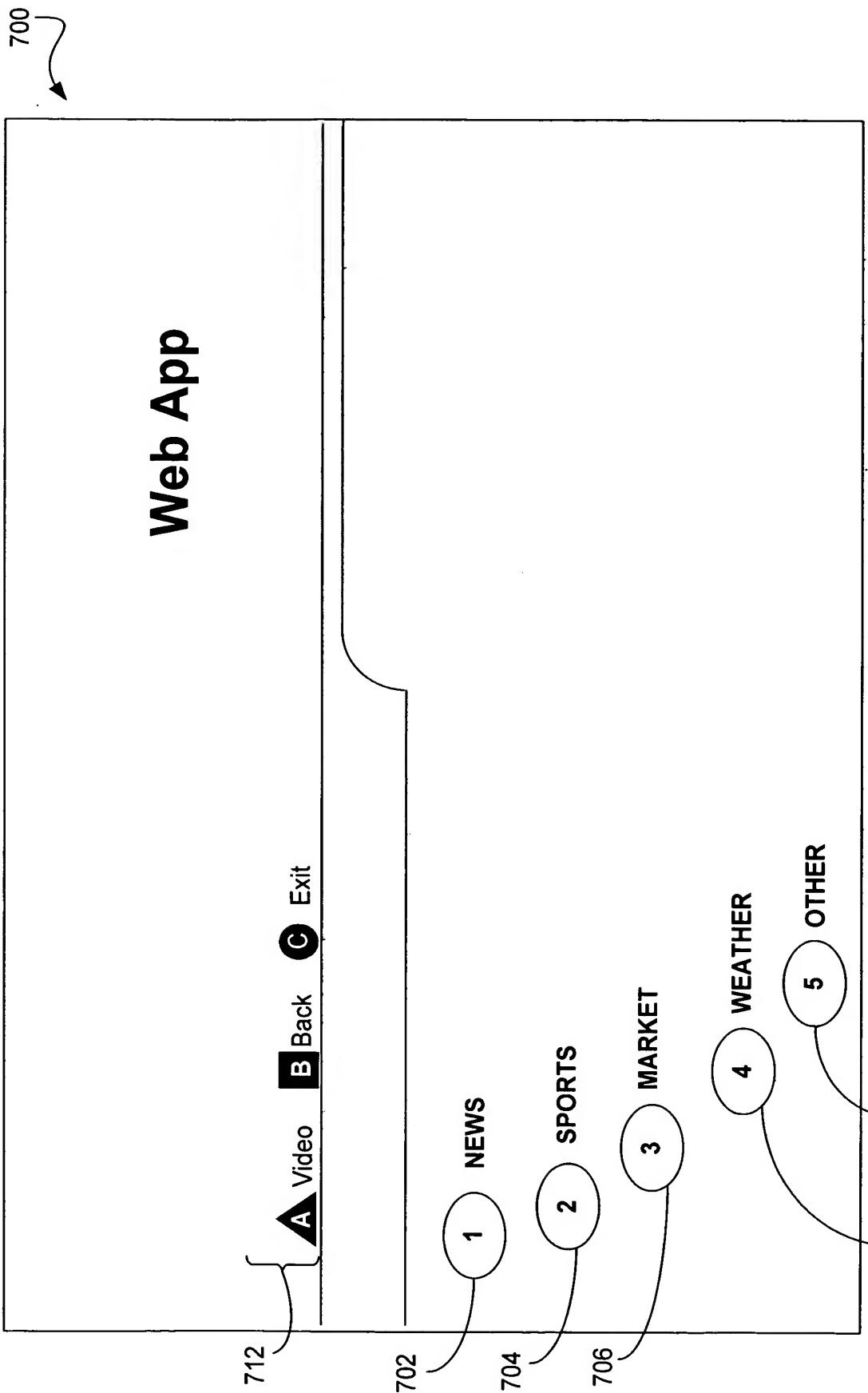


FIG. 7

CL/8

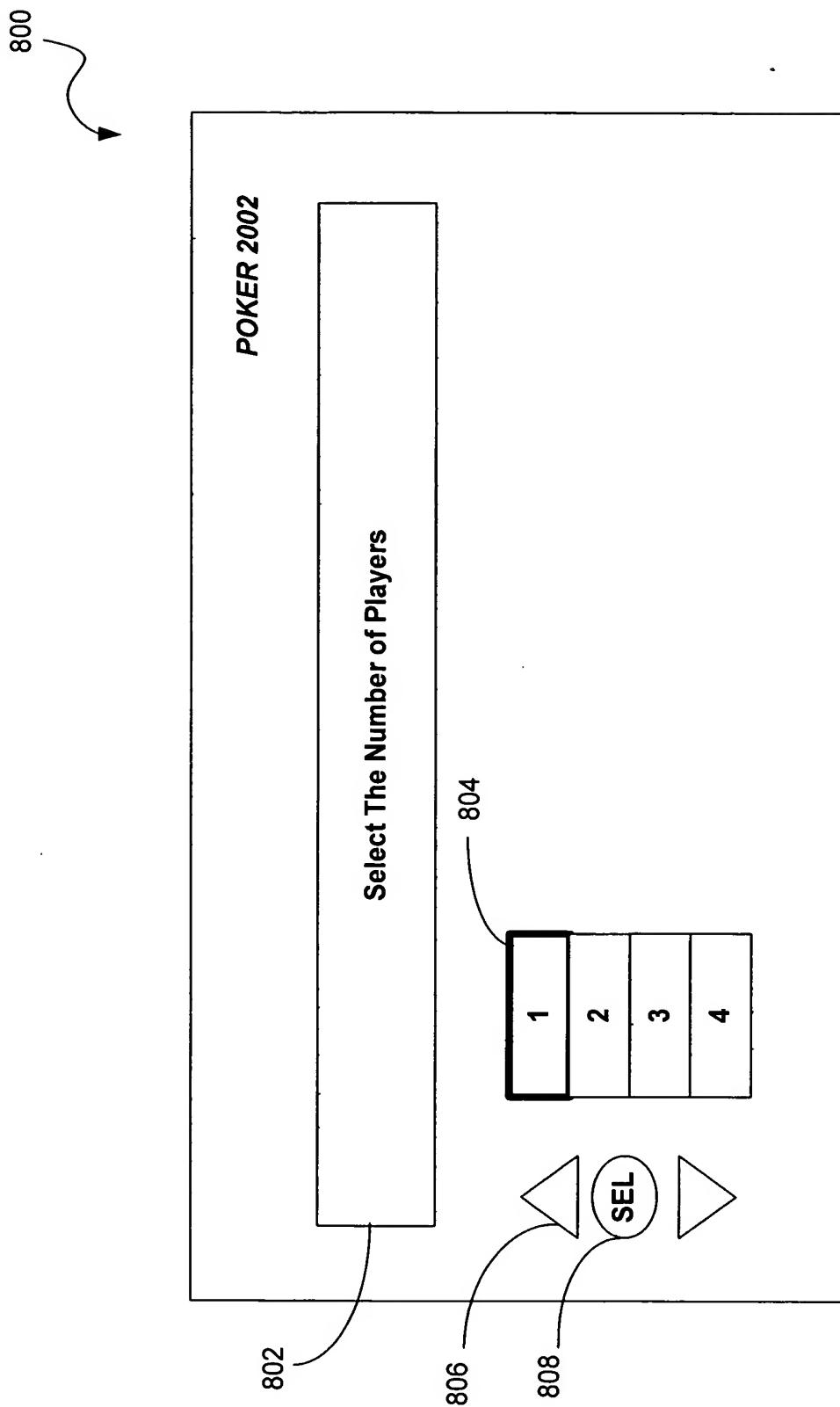


FIG. 8

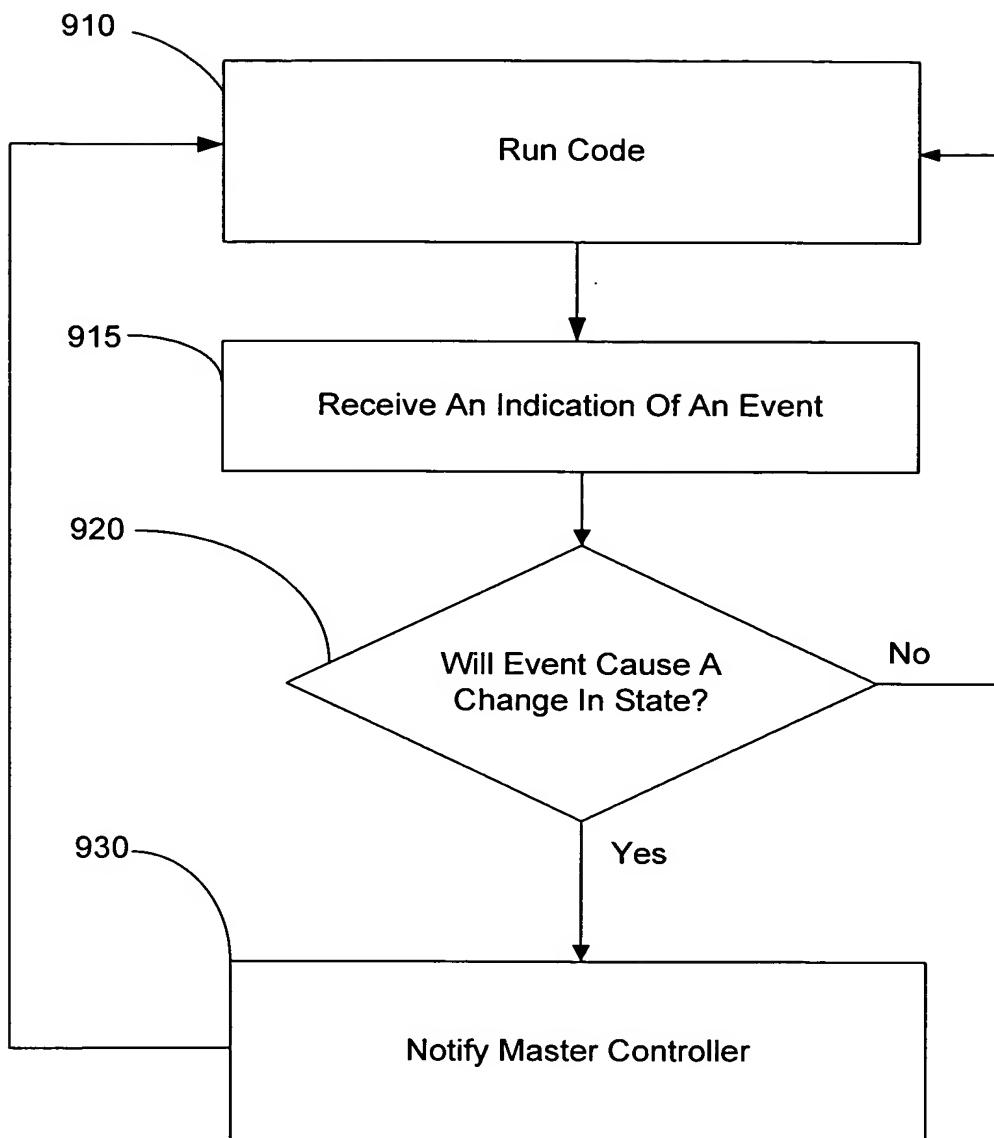


FIG. 9A

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```
void ctl_SetState (unsigned long theState, const Ctl_UnloadInfo * ui); /* theState = kCtl_Stateless or kCtl_Stateful */ } } } }
```

FIG. 9B

```
944     } Ctl_UnloadInfo;
945     Ctl_UnloadInfo;
946     Ctl_UnloadInfo {
947     Ctl_UnloadInfo {
948     Ctl_UnloadInfo {
949     Ctl_UnloadInfo {
950     Ctl_UnloadInfo;
951     Ctl_UnloadInfo;
952     Ctl_UnloadInfo;
953 }
```

FIG. 9C

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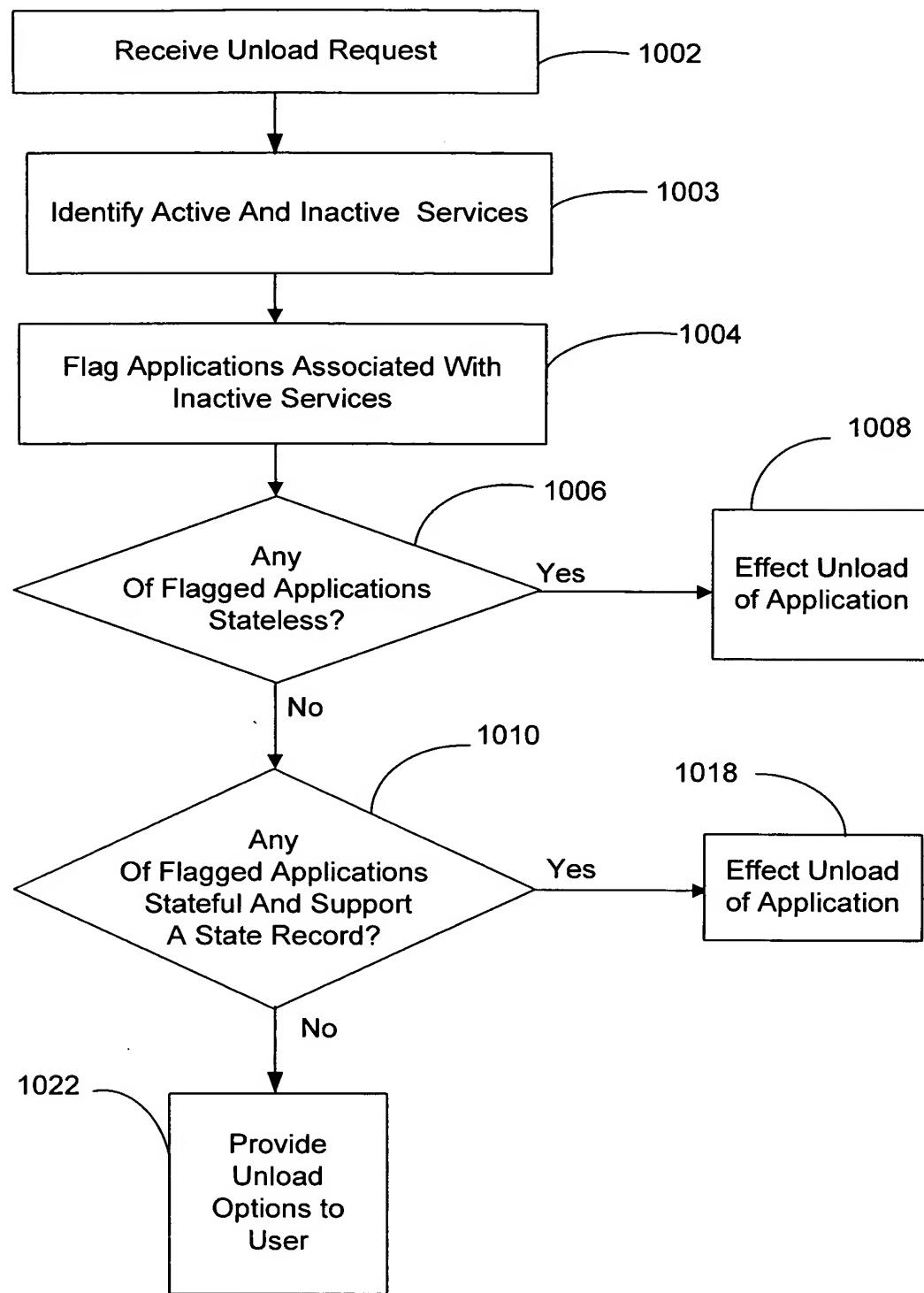


FIG. 10A

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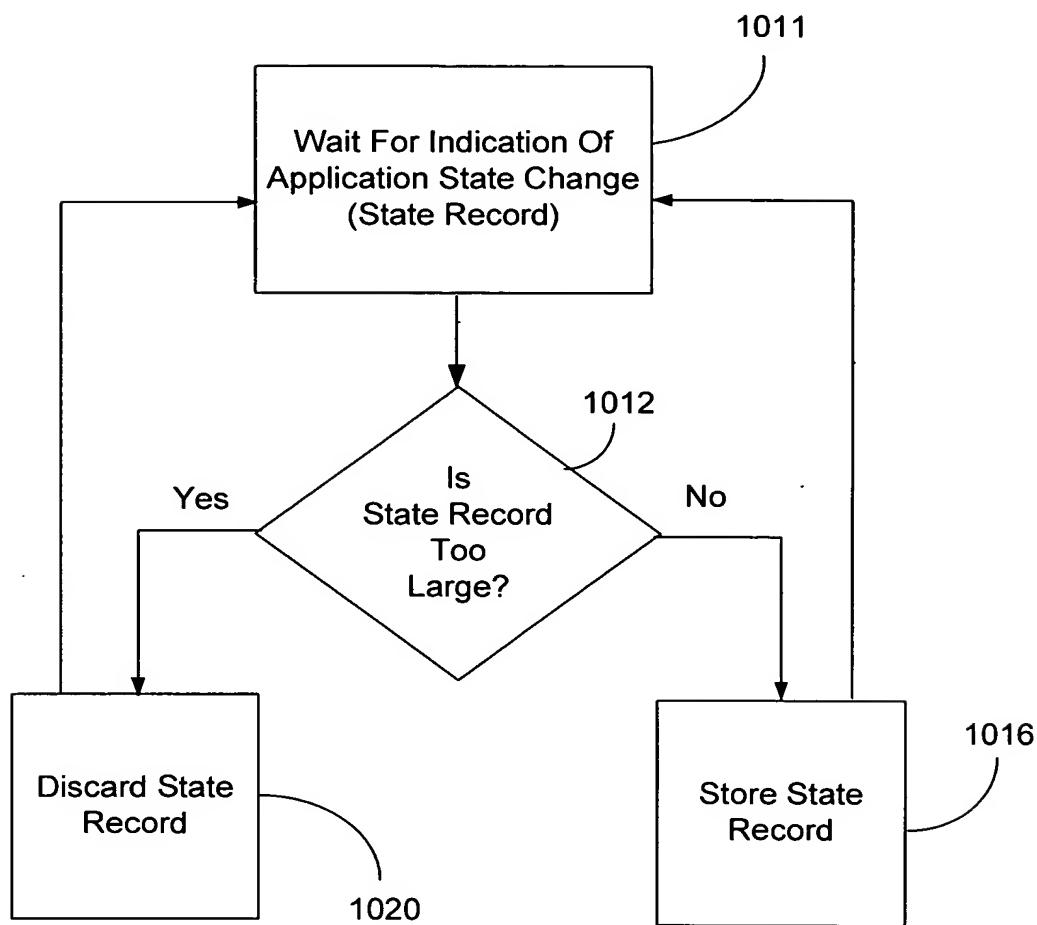


FIG. 10B

void ctl_SetStateRecord (const char * appName, const Ctl_StateRecord * record) {
 1040
}

FIG. 10C

```
1046    typedef struct Ctl_StateRecord {  
1048        unsigned long version;  
1050        unsigned long privateDataSize;  
1052        char privateData[1]; //variable sized  
1054    } Ctl_StateRecord;
```

1042

FIG. 10D

1044

void ctl_GetStateRecord (const char * appName, const Ctl_StateRecord * * record)

FIG. 10E

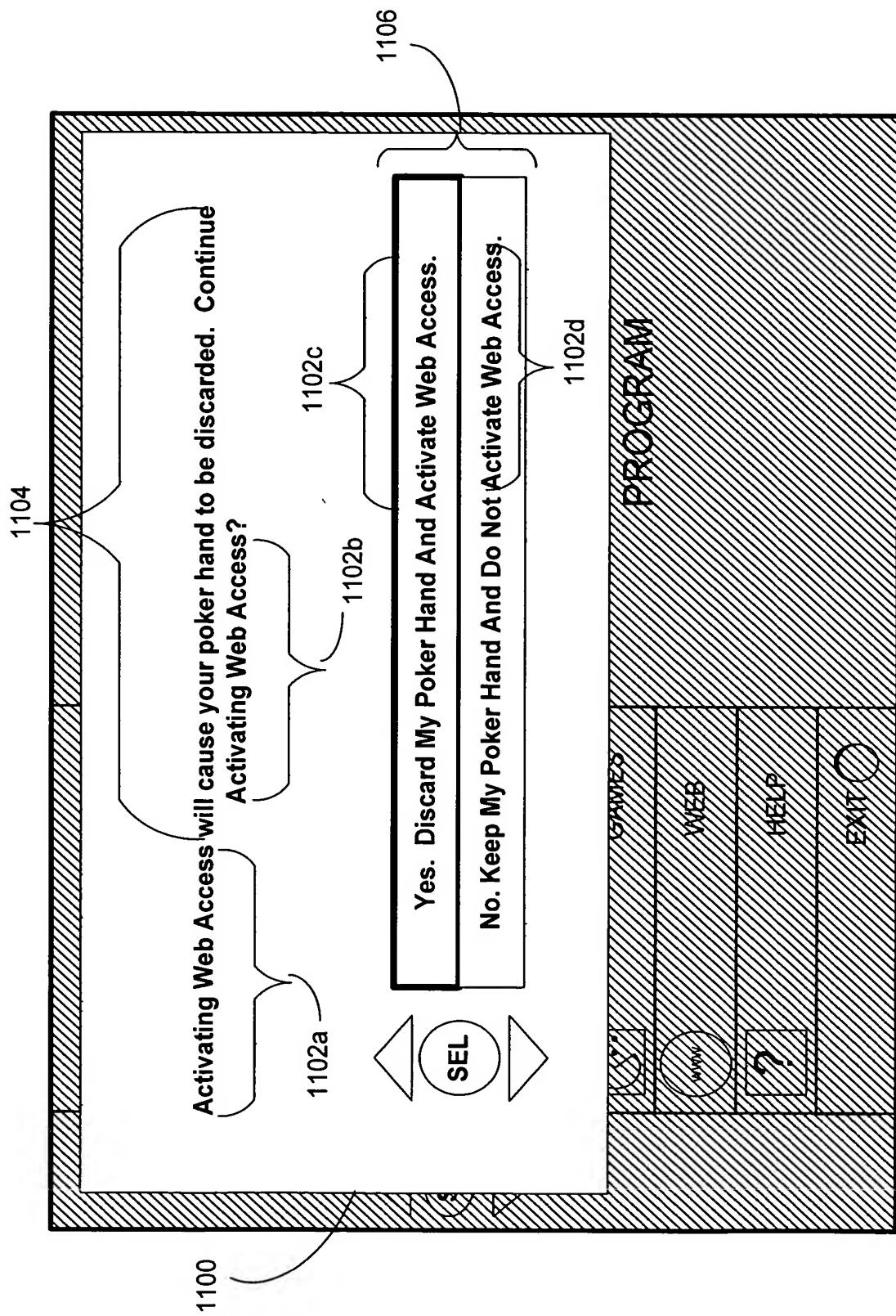


FIG. 11